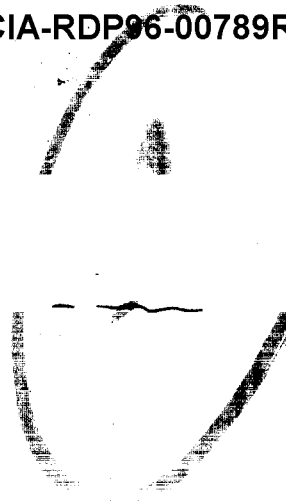


Paul
26 May 87
Ft. Meade, MD
Gene
1002

523887

688599



N
003
052
26 May 87
ST 1002
E 1050
CRV

A. over
flat
hard

B. Super

A. up
high
over
high
dry

Solid

B. Structure

A. rounds
around
solid

B. Structure

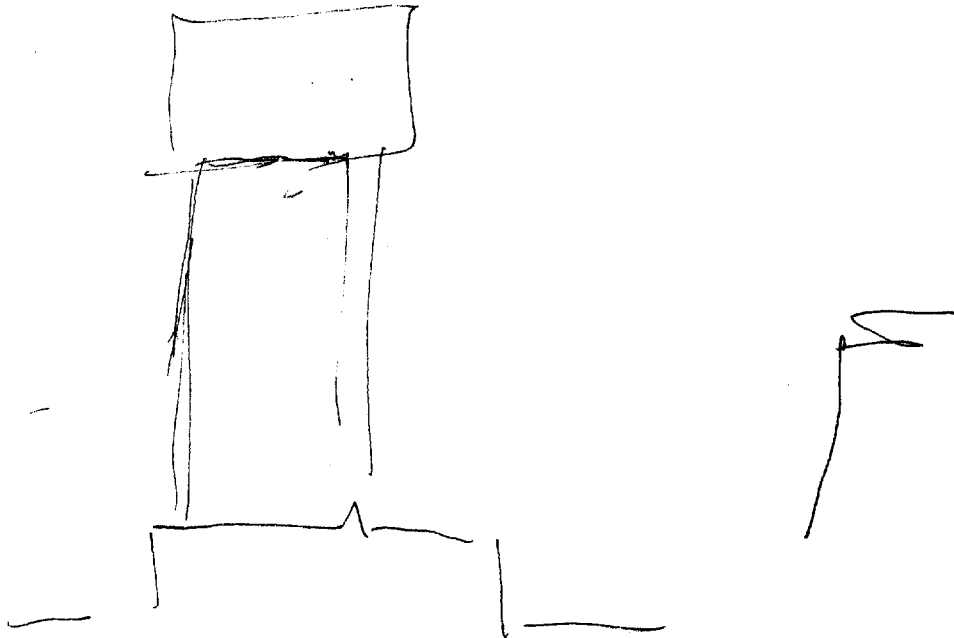
A. across
wavy
under
thick

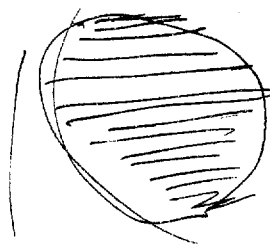
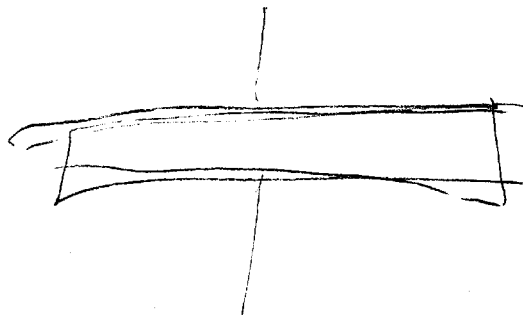
B. wavy

S
grey
yellow

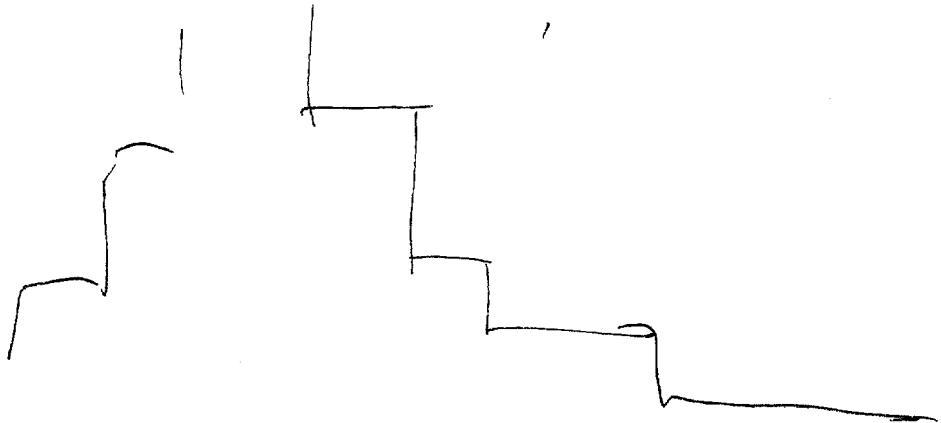
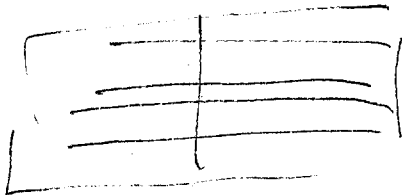
white
smooth
hard
rough
black
salty
grainy
cool
warm
hot smell
open
tall
wide
long

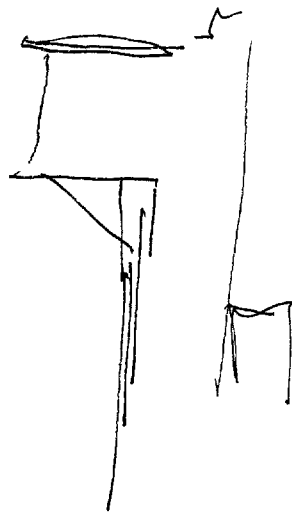
A2 BK
exposed





4a





RF

52
red

D

A2

EZ

T

I

AO L

MS

complex
ball
rounded
wizsessed
rectangular
cone shaped
slanting

metal
parts

solid

green
grey
white
black

stairs
ceiling

structure

large

grey
hard

high

labyrinthine

52

SUI

under

little

deep

outlet

open

distance

Sunny

wind

So much

attached

hollow

turning

white

flat

rough
blade

Sharp

people
walking

working

SUZ

7

52

D

AZ

EI

T

I

AL

ALS

bracket

structural
members

metal

heavy-duty

practical

AZ BK
practical

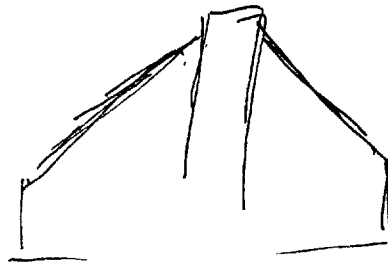
functional

key

metal

for the
ship

shape



black

inside

hallways
rooms
stairs

linked
flexible
hanging

metal

door
metal

swinging

lights

sun

Sunny

Sunset

distant
will expand

54 1/2 see a long way

water

wavy
wide

water/ship

SVI

9

52

D

A2

EI

T

I

AL

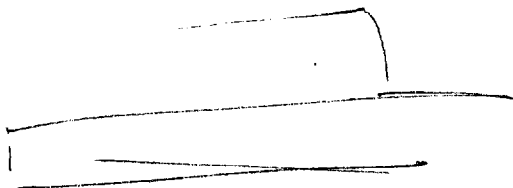
ALS

structure

white
red

wide
square

technical



air
flat
raised

large

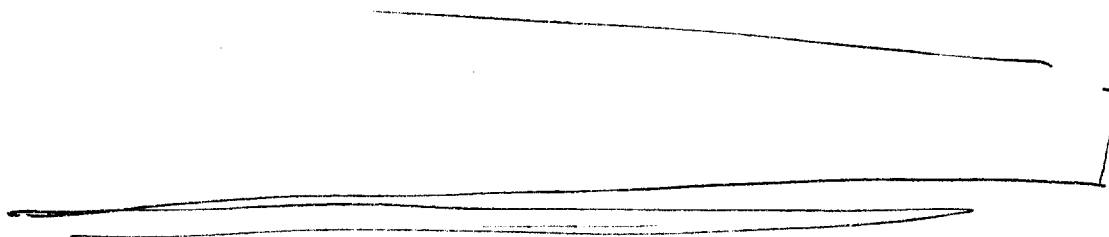
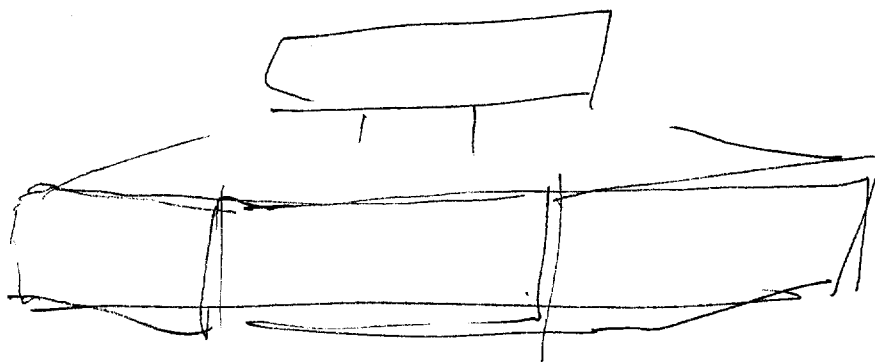
5 1/2 covers large area

rounded

hills

distance

open



SUZ

10

Als

SZ

D

A2

B2

T

I

per

1424

various
corridors

per B6
Nat'l Geographic
Nepal file

long
thin
curved

people

vehicles

non-U.S.

landscape
austere

S VI Activity

11
#15

Approved For Release 2001/03/07 : CIA-RDP96-00789R003700770003-5

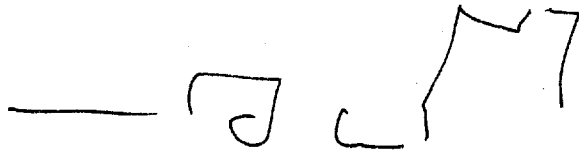
S 2

yellow

rounded
downed

Confusion break

523 887
688599



A. over
flat
bag

B. shape

A. over
down
flat
solid

B. less

A. moving
around
solid

B. runner

A. up near
hard

B. smooth

A. over
up
down
solid

B. smooth

52

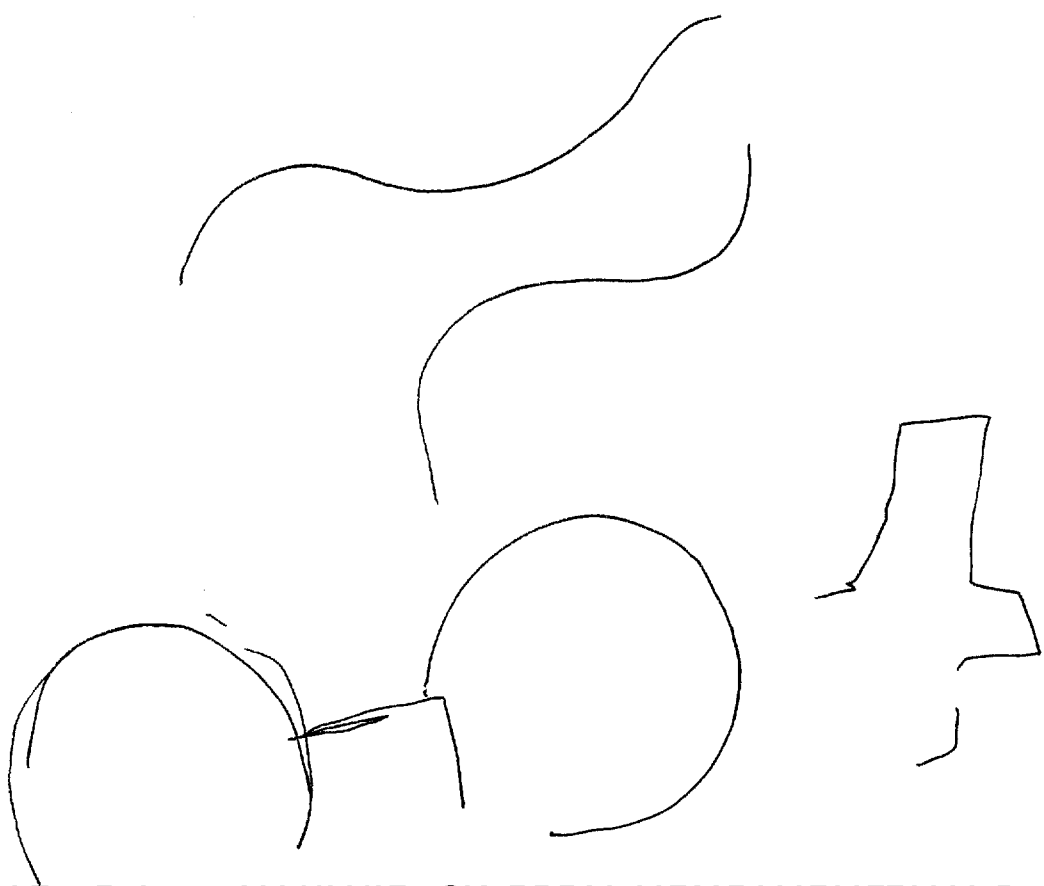
black
rough

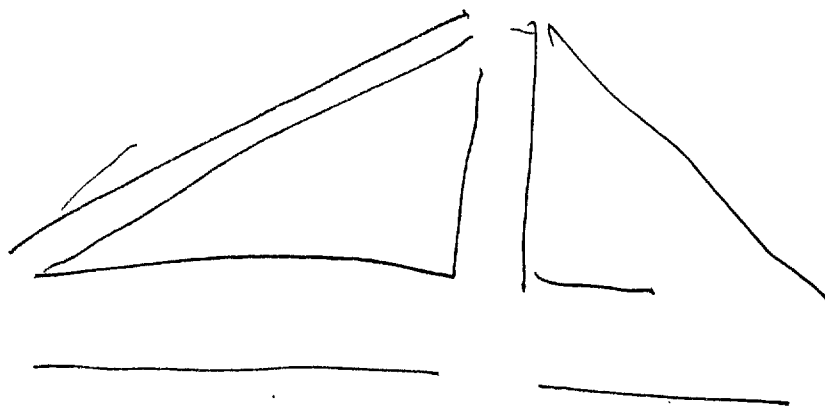
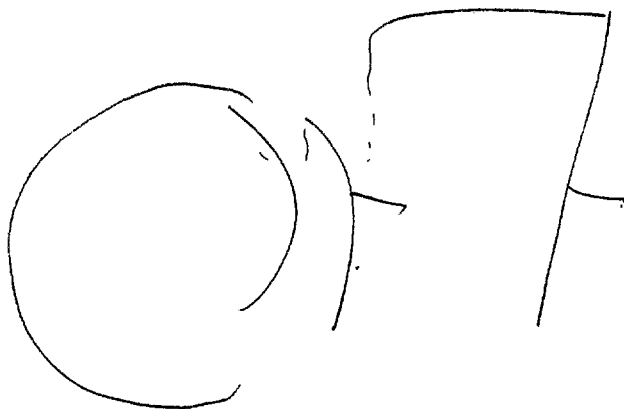
head
wavy
oil smell

light color
rough
smooth

curvy
solid
round
short
rounded

AI BK
interest





S2

high
tail

rounded
connected
rounded
rounding

S4 1/2 "like" rounded parts or sections connected to other rounded parts or sections

metal

smooth
cool
shiny

S4 1/2 like a structure, but not as fixed

vertical

bright

S4 1/2 not little; not easily moved; not permanent

functional
purpose
technical
calibrating

52

furnish
inside
moving

base

supported

held-up

official
purpose

AS Bk
all kind
of
space

Break

1050

- ① THIS IS A NEW TARGET PAUL. YOU HAVE NOT WORKED IT BEFORE.
- ② change paper paul !!
- ③ I noticed you grouped all of your 52's. are they the same object? (YES)
- ④ Do you feel you have exhausted all your Stage IV or do you just feel more comfortable in Stage V, (STAGE V is more ~~flexible~~ comfortable to me).
- ⑤ What's going on with you (I'm getting all kinds of parts).
- ⑥ "I keep making this thing a ship" OK, lets work that out - (focus on the area around the object).
- ⑦ Did you say wavy? (yes) I think you are in a drive and that needs to be worked out - "I'm going to walk around" (Break)
- ⑧ Where are you going to start? You have mentioned an object / structure and surface? (I think there is water nearby.) The color gray has been a factor - I'm going to begin in Stage VI Structure
- ⑨ Paul I would like you to focus on the activity at this site to see if it will give you a better understanding - (OK - I guess I missed the activity.)
"Are you interested in the activity in the site" - BoTs.

- (10) Start a new matrix - above the matrix
put Activity (I'll try)
- (11) "I'm lost" - I'm sorry to start at stage 1
again OK - alright By me (Coordinate)
- (12) -